

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method of providing a streak game, the method comprising:

displaying the streak game; and

for a single player:

- (a) indicating a first opportunity for said single player to place receiving a first streak wager associated with a first streak condition; on a first streak round from a single player and
- (b) indicating a second opportunity for said single player to place a second streak wager associated with a different, second streak condition on a second streak round from said single player and displaying a representation of the first and second streak wagers, wherein the first streak wager is associated with the first streak round having a selected first number of consecutive main rounds and a selected type of outcome for each main round and the second streak wager is associated with the second streak round having a selected number of consecutive main rounds and a selected type of outcome for each main round;
- (c) receiving an input from said single player corresponding to at least one of the first streak wager and the second streak wager an outcome of a current main round;
- (d) starting the streak game for said single player after the input is received determining whether the received outcome is identical to the selected type of outcome for the main round for the first streak round;
- (e) displaying a plurality of consecutive rounds of the streak game for said single player determining whether the received outcome is identical to the selected type of outcome for the main round for the second streak round;

- (f) simultaneously tracking whether the first and second streak conditions are satisfied for said single player~~tracking the number of received consecutive outcomes that are identical to the selected type of outcomes for the main round for the first streak round; and~~
- (g) if the received input corresponds to the first streak wager from said single player, providing a first award in response to a first quantity of the consecutive rounds resulting in a plurality of identical first outcomes which satisfy the first streak condition, the first award being based on the received first streak wager~~tracking the number of received consecutive outcomes that are identical to the selected type of outcome for the main round for the second streak round, where the tracking for the first streak round is performed separately from the tracking from the second streak round; and~~
- (h) if the received input corresponds to the second streak wager from said single player, providing a second award in response to a second quantity of the consecutive rounds resulting in a plurality of identical second outcomes which satisfy the second streak condition, the second award being based on the received second streak wager.

Claim 2 (currently amended): The method of claim 1, further comprising:
providing a difference between the first and second streak conditions, wherein the difference includes a different quantity of outcomes~~indicating an end to the first or second streak round.~~

Claim 3 (currently amended): The method of claim 1, which includes displaying a primary game in association with the displayed streak game, wherein:
receiving one of the first and second streak wagers~~wager~~ does not include receiving a wager for the primary game~~main round~~.

Claim 4 (currently amended): The method of claim 1, ~~which includes~~wherein:
displaying a representation of at least one of the first and second streak wagers,
the displayed representation indicating ~~indicates a point value of the wagers.~~

Claim 5 (currently amended): The method of claim 1, ~~which includes~~wherein:
displaying a representation of at least one of the first and second streak wagers,
the displayed representation indicating ~~indicates a monetary value of the wagers.~~

Claim 6 (currently amended): The method of claim 1, wherein:
indicating a third opportunity for said single player to place ~~receiving a third~~
~~streak wager associated with~~ on a third streak condition ~~round from said single player~~
~~and displaying a representation of the third streak wager, wherein the third streak wager~~
~~is associated with the third streak round having a selected third number of consecutive~~
~~main rounds and a selected type of outcome for each main round.~~

Claim 7 (currently amended): The method of claim 6, ~~which includes~~wherein:
indicating the third opportunity for said single player to place ~~the third streak~~
~~wager is received before~~ at least one of the first and second streak wagers is resolved,
~~the first or second streak rounds have ended, wherein:~~

- (a) the first streak wager is resolved ~~first or second streak rounds have~~
~~ended when~~ one of a first plurality of outcomes occurs ~~either, after~~
~~the received input corresponds to the first or second streak wager~~
~~has been made, the outcomes including:~~ (i) a non-selected
outcome other than the first outcome occurs, or (ii) the first or
second outcome occurs in each of the displayed plurality of ~~number~~
~~of consecutive main rounds equals the number of consecutive main~~
~~rounds that have ended with a corresponding selected outcome;~~
and
- (b) the second streak wager is resolved when one of a second plurality
of outcomes occurs after the received input corresponds to the
second streak wager, the outcomes including: (i) a non-selected

outcome other than the second outcome, and (ii) the second outcome in each of the displayed plurality of consecutive rounds.

Claim 8 (currently amended): The method of claim 6, which includes~~wherein~~:
indicating the second opportunity to place the second streak wager after the received input corresponds to the first streak wager and before the first streak wager is resolved~~the third selected number is equal to the first selected number.~~

Claim 9 (currently amended): The method of claim ~~6~~4, wherein:
the third streak condition requires a third outcome in each of the consecutive rounds~~more than one streak round is associated with a single main round.~~

Claim 10 (currently amended): The method of claim 1, further comprising:
providing a difference between the first and second streak conditions, wherein the difference includes at least one different type of outcome~~determining a payout for the single player based on the first or second selected number of consecutive main rounds.~~

Claim 11 (currently amended): The method of claim ~~1~~10, wherein:
the first streak wager is associated with a first quantity of the plurality of consecutive rounds and the second streak wager is associated with a second quantity of the plurality~~payout is determined based on a multiplier associated with the first or second selected number of consecutive main rounds.~~

Claim 12 (currently amended): The method of claim ~~11~~11, which includes~~wherein~~:
indicating each consecutive occurrence of the first outcome in the first quantity of consecutive rounds with a first indicator;
moving the first indicator to track the satisfaction of the first streak wager;
indicating each consecutive occurrence of the second outcome in the second quantity of consecutive rounds with a second indicator; and

moving the second indicator to track the satisfaction of the second streak
~~wager~~tracking the number of received outcomes that are identical to the selected
~~outcomes for the first and second streak rounds includes moving the representation of~~
~~the first or second streak wager to a new position.~~

Claim 13 (currently amended): The method of claim 11, which includes~~wherein~~:
indicating each consecutive occurrence of the first outcome in the first quantity of
consecutive rounds with a first indicator;

changing the first indicator to track the satisfaction of the first streak wager;
indicating each consecutive occurrence of the second outcome in the second
quantity of consecutive rounds with a second indicator; and

changing the second indicator to track the satisfaction of the second streak
~~wager~~tracking the number of received outcomes that are identical to the selected
~~outcomes for the first and second streak rounds includes changing an element of the~~
~~representation.~~

Claim 14 (currently amended): The method of claim 11~~4~~, which
includes~~wherein~~:

~~tracking the number of determined outcomes that are identical to the selected~~
~~outcomes for the first streak round includes:~~

displaying a graph to indicate that indicates a ratio of the consecutive main
rounds for which the first outcome occurred to the first quantity of consecutive
having had an outcome that is identical to the selected outcome for the first streak round to the
selected number of main rounds that make up the first streak round; and

changing~~updating~~the graph to indicate a different show a new ratio when a
number of the consecutive rounds for which the first outcome occurred increases.

Claim 15 (currently amended): The method of claim 11, which includes~~wherein~~:
determining the first award for the single player based on the first quantity of
consecutive rounds; and~~displaying the representation including displaying the~~
~~representation electronically~~

determining the second award for the single player based on the second quantity of consecutive rounds.

Claim 16 (currently amended): The method of claim 154, which includes~~wherein~~:

determining the first award based on a first multiplier associated with the first quantity of consecutive rounds; and~~a first main round has had at least one outcome after the first streak wager is received and the second streak wager is received after the outcome of the first main round and before the end of the first streak round~~

determining the second award based on a second multiplier associated with the second quantity of consecutive rounds.

Claim 17 (currently amended): The method of claim 1, which includes~~wherein~~:

receiving an input from said single player independent of any input received from any other player of the streak game~~the selected first streak combination is identical to the second streak combination; and~~

~~a first main round has had at least one outcome after the first streak wager is received and the second streak wager is received after the outcome of the first main round and before the end of the first streak round.~~

Claim 18 (currently amended): A method of providing a base game and a streak game, the method comprising:

- (a) providing a first player with an opportunity to play the base game;
- (b) receiving at least one game wager from the first player for a play of the base game;
- (c) receiving a plurality of side wagers from the first player for a play of the streak game, the plurality of side wagers being received independent of any side wager received from any other player of the game, the plurality of side wagers including:
 - (i) a first one of the side wagers~~streak wager~~associated with a first streak condition, and~~round from a player and displaying~~

- ~~a representation of the first streak wager, wherein the first streak wager specifies a first selected number of consecutive main rounds and a selected outcome of each main round;~~
- (ii) ~~receiving a second one of the side wagers streak wager associated with a different, second streak condition round from said player and displaying a representation of the second streak wager, wherein the second streak wager specifies a second selected number of consecutive main rounds and the selected outcome of each main round;~~
- (d) ~~starting the base game after at least one of the plurality of side wagers is received from the first player receiving an outcome of a main round;~~
- (e) ~~enabling a plurality of consecutive plays of the base game by the first player determining whether the received outcome is identical to the selected outcome for the first streak round;~~
- (f) ~~simultaneously tracking a satisfaction of the first and second streak conditions for the first player determining whether the received outcome is the same as the selected outcome for the second streak round;~~
- (g) ~~providing a first award in response to the consecutive plays resulting in a satisfaction of the first streak condition, the first streak condition requiring a plurality of identical first outcomes, the first award being based on the first side wager if the determined outcome is identical to the selected outcome for the first or second streak round; moving the representation of the first or second streak wager; and~~
- (h) ~~providing a second award in response to the consecutive plays resulting in a satisfaction of the second streak condition, the second streak condition requiring a plurality of identical second outcomes, the second award being based on the second side wager when the number of received outcomes that are identical to the selected outcomes of the first streak round equals the selected number of consecutive main rounds that make up the streak round, indicating an end to the first streak round.~~

Claim 19 (canceled).

Claim 20 (currently amended): The method of claim 18, wherein:

the first streak wager is received before starting the base game ~~receiving the outcome of the main round~~ and the second streak wager is received after starting the base game ~~receiving the outcome of the main round~~.

Claim 21 (currently amended): The method of claim 20, wherein:

the satisfaction of the first streak condition and the satisfaction of the second streak condition are based on the plurality of first and second selected number of consecutive main rounds ~~plays of the base game, the first and second streak conditions being satisfiable concurrently in the consecutive plays of the base game are equal and the first and second streak rounds are in play during a single main round.~~

Claim 22 (currently amended): An apparatus comprising:

at least one display device configured to display an image associated with a game, the game being operable upon:

- (a) at least one game wager receivable from a single player, and
- (b) a plurality of side wagers which are receivable from the single player;

at least one memory device which stores a plurality of instructions; and

at least one processor configured to execute the instructions to:

- (a) cause the at least one game wager to be received from the single player,
- (b) cause a plurality of the side wagers to be received from the single player, the plurality of side wagers being received independent of any side wager received from any other player in the game, the plurality of side wagers including:
 - (i) a first one of the side wagers associated with a first streak condition, and
 - (ii) a second one of the side wagers associated with a different, second streak condition,
- (c) start the game after the plurality of side wagers are received from the single player,
- (~~d~~) enable a plurality of consecutive plays of the game by the single player,
- (e) simultaneously track a satisfaction of the first and second streak conditions for the single player,
- (~~f~~d) provide a first award in response to the consecutive plays resulting in a satisfaction of the first streak condition, the first streak condition requiring a plurality of identical first outcomes, the first award being based on the a-first one-of-the-side wagerwagers, and
- (e) provide a second award in response to the consecutive plays resulting in a satisfaction of the second streak condition, the second streak condition requiring a plurality of identical second outcomes,

the second award being based on the a second one of the side
wagerwagers.

Claim 23 (currently amended): The apparatus of claim 22, which includes~~further~~
~~comprising:~~

at least one instruction, which when executed by the at least one processor,
causes the at least one processor to display a representation indicating any
occurrences of: (a) the identical first outcomes during the consecutive plays of the
game; and (b) the identical second outcomes during the consecutive plays of the game.

Claim 24 (canceled).

Claim 25 (currently amended): The apparatus of claim 23, which
includes~~wherein:~~

at least one instruction, which when executed by the at least one processor,
causes the at least one processor to display~~the representation;~~

- (a) a first indicator which is movable along a first path to track a
quantity of the occurrences of the first outcome during the
consecutive plays of the game, and
- (b) a second indicator~~includes a chip~~which is movable along a second
path to track a quantity of the occurrences of the second outcome
during the consecutive plays of the game.

Claim 26 (currently amended): The apparatus of claim ~~25~~23, which
includes~~wherein:~~

at least one instruction, which when executed by the at least one processor,
causes the at least one processor to display~~the representation includes a game piece~~
the first and second paths simultaneously for the single player.

Claim 27 (currently amended): The apparatus of claim ~~25~~23, wherein:
the first and second indicators are associated with the representation identifies a
the single player.

Claim 28 (canceled).

Claim 29 (canceled).

Claim 30 (canceled).

Claim 31 (currently amended): The apparatus of claim ~~25~~23, wherein:
the first path representation includes: ~~(a)~~ a first a-number of positions which are sequentially indicatable by the first indicator, the first number of positions positioned being associated with the first award; and
the second path includes ~~(b)~~ a second number of positions which are sequentially indicatable by the second indicator, the second number of positions being associated with the second award.

Claim 32 (currently amended): The apparatus of claim 31, wherein:
the first number of positions are linearly aligned or aligned along an arc.

Claim 33 (currently amended): The apparatus of claim 31 wherein:
the second ~~first~~-number of positions are linearly aligned or aligned along an arc.

Claim 34 (currently amended): The apparatus of claim 23 ~~wherein~~which
includes:
at least one instruction, which when executed by the at least one processor,
causes the at least one processor to display the representation as the representation
~~includes~~ at least one graph or chart.

Claim 35 (currently amended): The apparatus of claim 34 wherein:
the representation at least one graph includes a bar graph.

Claim 36 (currently amended): The apparatus of claim 34 wherein:
the representation at least one chart includes a pie chart.

Claim 37 (currently amended): The apparatus of claim 31 which
includes wherein:

at least one instruction, which when executed by the at least one processor,
causes the at least one processor to:

- (a) display the first path such that representation includes an
electronic display and each one of the first number of positions is a
part of a first an image; and
- (b) display the second path such that each one of the second number
of positions is a part of a second image.

Claim 38 (currently amended): An apparatus comprising:
at least one display device;
at least one memory device which stores a plurality of instructions; and
at least one processor configured to execute the instructions to control the
display device to display:

- (a) display a game image associated with a game operable upon at
least one wager ~~by a single player~~,
- (b) for a single player of the game:
 - (i) simultaneously track any occurrences of:
 - (x) any first streak outcomes achieved by the single
player during a plurality of consecutive plays of the
game by said single player, and
 - (y) any second streak outcomes achieved by the single
player during a plurality of consecutive plays of the
game by said single player, and
 - (ii) display at least one additional image which indicates:
 - (xi) each an occurrence of ~~the~~ any-first streak outcomes
achieved by said ~~the~~ single player during a plurality of
consecutive plays of the game, and
 - (yii) each an occurrence of ~~the~~ any-second streak
outcomes achieved by said ~~the~~ single player during
the plurality of consecutive plays of the game.

Claim 39 (currently amended): A computer program storage device for providing a streak game, the computer program storage device comprising:

a data storage medium storing a plurality of instructions, which when executed by at least one processor, cause a computer system to:

- (a) receive a first streak wager on a first streak round from a single player of the streak game;
- (b) receive a second streak wager on a second streak round from said single player, the second streak wager being received independent of any streak wager received from any other player of the streak game;
- (c) display a representation of the first and second streak wagers, wherein:
 - (i) the first streak wager is associated with:
 - (x) the first streak round having a selected first number of consecutive main rounds; and
 - (y) a selected type of outcome for each main round; and
 - (ii) the second streak wager is associated with:
 - (x) the second streak round having a selected second number of consecutive main rounds; and
 - (y) a selected type of outcome for each main round;
- (d) start the streak game after the first and second streak wagers are received from the single player;
- (~~e~~) receive an outcome of a current main round;
- (~~f~~e) determine whether the received outcome is identical to the selected type of outcome for each ~~the~~ main round for the first streak round;
- (~~g~~f) determine whether the received outcome is identical to the selected type of outcome for each ~~the~~ main round for the second streak round;
- (~~h~~g) repeat steps (e) through (g) at least once;

- (i) track how many the number of the received consecutive outcomes that are identical to the selected type of outcomes for each the-main round for the first streak round; and
- (ih) track how many the number of the received consecutive outcomes that are identical to the selected type of outcome for each the-main round for the second streak round, where the first streak round is tracked separately from the second streak round.

Claim 40 (currently amended): The computer program storage device of claim 39 further comprising instructions to cause the a-computer system to:

indicate an end to the first or second streak round, including paying the single player independent of any other player of the streak game.

Claim 41 (currently amended): The computer program storage device of claim 39 wherein the instructions to receive the first streak wager do not include instructions to cause the a-computer system to receive a wager for the main round.

Claim 42 (currently amended): The computer program storage device of claim 39 wherein the instructions to display a representation of the first and second streak wagers include instructions executable to cause the a-computer system to:

indicate a point value of the wagers.

Claim 43 (currently amended): The computer program storage device of claim 39 wherein the instructions to display a representation of the first and second streak wagers include instructions executable to cause the a computer system to:

indicate a monetary value of the wagers.

Claim 44 (currently amended): The computer program storage device of claim 39 further comprising instructions executable to cause the a-computer system to:

receive a third streak wager on a third streak round from said single player and display a representation of the third streak wager, wherein the third streak wager is associated with the third streak round having a selected third number of consecutive main rounds and a selected type of outcome for each main round.

Claim 45 (previously presented): The computer program storage device of claim 44 wherein:

the third streak wager is received before the first or second streak rounds have ended, wherein the first or second streak rounds have ended when either, after the first or second streak wager has been made, a non-selected outcome occurs or the first or second number of consecutive main rounds equals the number of consecutive main rounds that have ended with a corresponding selected outcome.

Claim 46 (previously presented): The computer program storage device of claim 45 wherein:

the third selected number is equal to the first selected number.

Claim 47 (previously presented): The computer program storage device of claim 39 wherein:

more than one streak round is associated with a single main round.

Claim 48 (currently amended): The computer program storage device of claim 39 further comprising instructions executable to cause the a-computer system to:

determine a payout for the single player based on the first or second selected number of consecutive main rounds.

Claim 49 (previously presented): The computer program storage device of claim 48 wherein:

the payout is determined based on a multiplier associated with the first or second selected number of consecutive main rounds.

Claim 50 (currently amended): The computer program storage device of claim 39 wherein the instructions to track how many of ~~the number of~~ received outcomes ~~that~~ are identical to the selected outcomes for the first and second streak rounds includes instructions executable to cause the a-computer system to conduct said tracking simultaneously for the first and second streak rounds:

~~move the representation of the first or second streak wager to a new position.~~

Claim 51 (currently amended): The computer program storage device of claim 39 wherein the instructions to track how many ~~the number of~~ the received outcomes ~~that~~ are identical to the selected outcomes for the first and second streak rounds includes instructions executable to cause the a-computer system to:

change an element of the representation.

Claim 52 (currently amended): The computer program storage device of claim 39, wherein the instructions to track the number of received outcomes that are identical to the selected outcomes for the first and second streak rounds includes instructions executable to cause the a-computer system to:

display a graph that indicates a ratio of the main rounds having had an outcome that is identical to the selected outcome for the first streak round to the selected number of main rounds that make up the first streak round; and

update the graph to show a new ratio.

Claim 53 (currently amended): The computer program storage device of claim 39, wherein the instructions to display the representation includes instructions executable to cause the a-computer system to:

display the representation electronically.

Claim 54 (currently amended): A computer program storage device for providing a streak round, the computer program device comprising:

a data storage medium storing a plurality of instructions, which when executed by at least one processor, cause a computer system to:

- (a) receive a first streak wager associated with a first streak round from a single player; and
- (b) display a representation of the first streak wager at a first position on a first path; ~~wherein the first streak wager specifies a first selected number of consecutive main rounds and a selected outcome of each main round;~~
- (c) receive a second streak wager associated with a second streak round from said single player; and
- (d) display a representation of the second streak wager at a first position on a second path; ~~wherein the second streak wager specifies a second selected number of consecutive main rounds and the selected outcome of each main round;~~
- (e) generate ~~receive~~ an outcome of a main round;
- (f) determine whether the generated received outcome satisfies a first streak condition associated with ~~is identical to the selected outcome for the first streak round;~~
- (g) determine whether the generated received outcome satisfies a different, second streak condition associated with ~~is identical to the selected outcome for the second streak round;~~
- (h) display the representation of the first streak wager at another position on the first path in response to if the generated determined outcome satisfying the first streak condition associated with ~~is identical to the selected outcome for the first or second streak round;~~ ~~move the representation of the first or second streak wager;~~ and
~~when the number of received outcomes that are identical to the selected outcomes of the first streak round equals the selected~~

~~number of consecutive main rounds that make up the first streak round, indicate an end to the first streak round~~

- (i) display the representation of the second streak wager at another position on the second path in response to the generated outcome satisfying the second streak condition associated with the second streak round; and
- (j) repeat (e) to (i) until an ending condition is satisfied.

Claim 55 (canceled).

Claim 56 (currently amended): The computer program storage device of claim 54, further comprising instructions to cause a computer system to:

receive the first streak wager before ~~receiving the outcome of the main round is generated~~ and receive the second streak wager after ~~receiving the outcome of the main round is generated~~.

Claim 57 (currently amended): The computer program storage device of claim 54, wherein:

~~the first and second selected number of consecutive main rounds are equal and are the first and second streak rounds are in play during a single main round~~the first streak wager is associated with:

- (x) the first streak round having a selected first number of consecutive main rounds; and

- (y) a selected type of outcome for each main round; and

the second streak wager is associated with:

- (x) the second streak round having a selected number of consecutive main rounds; and

- (y) a selected type of outcome for each main round.

Claim 58 (currently amended): The computer program storage device of claim 5739, wherein:

the selected type of outcome for each main round of the first streak round is identical to the selected type of outcome for each main round of the second streak round
~~a first main round has had at least one outcome after the first streak wager is received and the second streak wager is received after the outcome of the first main round and before the end of the first streak round.~~

Claim 59 (currently amended): The computer program storage device of claim 5439, wherein:

the first streak condition is satisfiable upon the generated outcome being selected first streak combination is identical to the selected type of outcome for each main round of the first streak round; and

~~second streak combination; and~~

~~a first main round has had at least one outcome after the first streak wager is received and the second streak wager is received after the outcome of the first main round and before the end of the first streak round~~

the second streak condition is satisfiable upon the generated outcome being identical to the selected type of outcome for each main round of the second streak round.

Claim 60 (new): The method of claim 18, including:

providing a difference between the first and second streak conditions, the difference including a different quantity of outcomes.

Claim 61 (new): The method of claim 18, which includes providing a difference between the first and second streak conditions, the difference including at least one different type of outcome.

Claim 62 (new): The apparatus of claim 22, which includes a difference between the first and second streak conditions, the difference including a different quantity of outcomes.

Claim 63 (new): The apparatus of claim 22, what includes a difference between the first and second streak conditions, the difference including at least one different type of outcome.

Claim 64 (new): The computer program storage device of claim 39, wherein there is a difference selected from the group consisting of: (a) a difference between the selected first number and the selected second number; and (b) a difference between the selected type of outcome.

Claim 65 (new): The computer program storage device of claim 54, wherein there is a difference between the first and second streak conditions, the difference being selected from the group consisting of: (a) a different quantity of outcomes; and (b) at least one different type of outcome.